

Economia col·laborativa procomuna



Barcelona, El Far, 24 Octubre 2017



Photo: CC0

Garret Hardin: The Tragedy of the Commons (1968)

Recurs d'accès obert
+ actitud agoista
= esgotament del recurs

No es basa en casos reals
sinó en models simulats

No té en compte la
capacitat d'arribar a acords
de regulació d'ús

Font: https://en.wikipedia.org/wiki/Tragedy_of_the_commons

The Tragedy of the Commons

The population problem has no technical solution;
it requires a fundamental extension in morality.

Garrett Hardin

At the end of a thoughtful article on the future of nuclear war, Wiesner and York (1) concluded that: "Both sides in the arms race are . . . confronted by the dilemma of steadily increasing military power and steadily decreasing national security. *It is our considered professional judgment that this dilemma has no technical solution.* If the great powers continue to look for solutions in the area of science and technology only, the result will be to worsen the situation."

I would like to focus your attention not on the subject of the article (national security in a nuclear world) but on the kind of conclusion they reached, namely that there is no technical solution to the problem. An implicit and almost universal assumption of discussions published in professional and semipopular scientific journals is that the problem under discussion has a technical solution. A technical solution may be defined as one that requires a change only in the techniques of the natural sciences, demanding little or nothing in the way of change in human values or ideas of morality.

In our day (though not in earlier times) technical solutions are always welcome. Because of previous failures in prophecy, it takes courage to assert that a desired technical solution is not possible. Wiesner and York exhibited this courage, publishing in a science

sional judgment. . . . Whether they were right or not is not the concern of the present article. Rather, the concern here is with the important concept of a class of human problems which can be called "no technical solution problems," and, more specifically, with the identification and discussion of one of these.

It is easy to show that the class is not a null class. Recall the game of tick-tack-toe. Consider the problem, "How can I win the game of tick-tack-toe?" It is well known that I cannot, if I assume (in keeping with the conventions of game theory) that my opponent understands the game perfectly. Put another way, there is no "technical solution" to the problem. I can win only by giving a radical meaning to the word "win." I can hit my opponent over the head; or I can drug him; or I can falsify the records. Every way in which I "win" involves, in some sense, an abandonment of the game, as we intuitively understand it. (I can also, of course, openly abandon the game—refuse to play it. This is what most adults do.)

The class of "No technical solution problems" has members. My thesis is that the "population problem," as conventionally conceived, is a member of this class. How it is conventionally conceived needs some comment. It is fair to say that most people who anguish over the population problem are trying to find a way to avoid the evils of over-

What Shall We Maximize?

Population, as Malthus said, naturally tends to grow "geometrically," or, as we would now say, exponentially. In a finite world this means that the per capita share of the world's goods must steadily decrease. Is ours a finite world?

A fair defense can be put forward for the view that the world is infinite; or that we do not know that it is not. But, in terms of the practical problems that we must face in the next few generations with the foreseeable technology, it is clear that we will greatly increase human misery if we do not, during the immediate future, assume that the world available to the terrestrial human population is finite. "Space" is no escape (2).

A finite world can support only a finite population; therefore, population growth must eventually equal zero. (The case of perpetual wide fluctuations above and below zero is a trivial variant that need not be discussed.) When this condition is met, what will be the situation of mankind? Specifically, can Bentham's goal of "the greatest good for the greatest number" be realized?

No—for two reasons, each sufficient by itself. The first is a theoretical one. It is not mathematically possible to maximize for two (or more) variables at the same time. This was clearly stated by von Neumann and Morgenstern (3), but the principle is implicit in the theory of partial differential equations, dating back at least to D'Alembert (1717–1783).

The second reason springs directly from biological facts. To live, any organism must have a source of energy (for example, food). This energy is utilized for two purposes: mere maintenance and work. For man, maintenance of life requires about 1600 kilocalories a day ("maintenance calories"). Anything that he does over and above merely staying alive will be defined as work, and is supported by "work calories" which he takes in. Work calories are used not only for what we call work in common parlance, but also for the

El procomú és una construcció social sobre un recurs natural o cultural

Els recursos compartits tenen una regulació i uns mecanismes de producció, reproducció, gestió i presa de decisions que crea i modifica la mateixa comunitat

El procomú tradicional pot ser:

Material i limitat:

- > recursos naturals (aigua, pastures, boscos, ...)
- > espais i estris comunals (forn, forja, molí, era, plaça, ...)

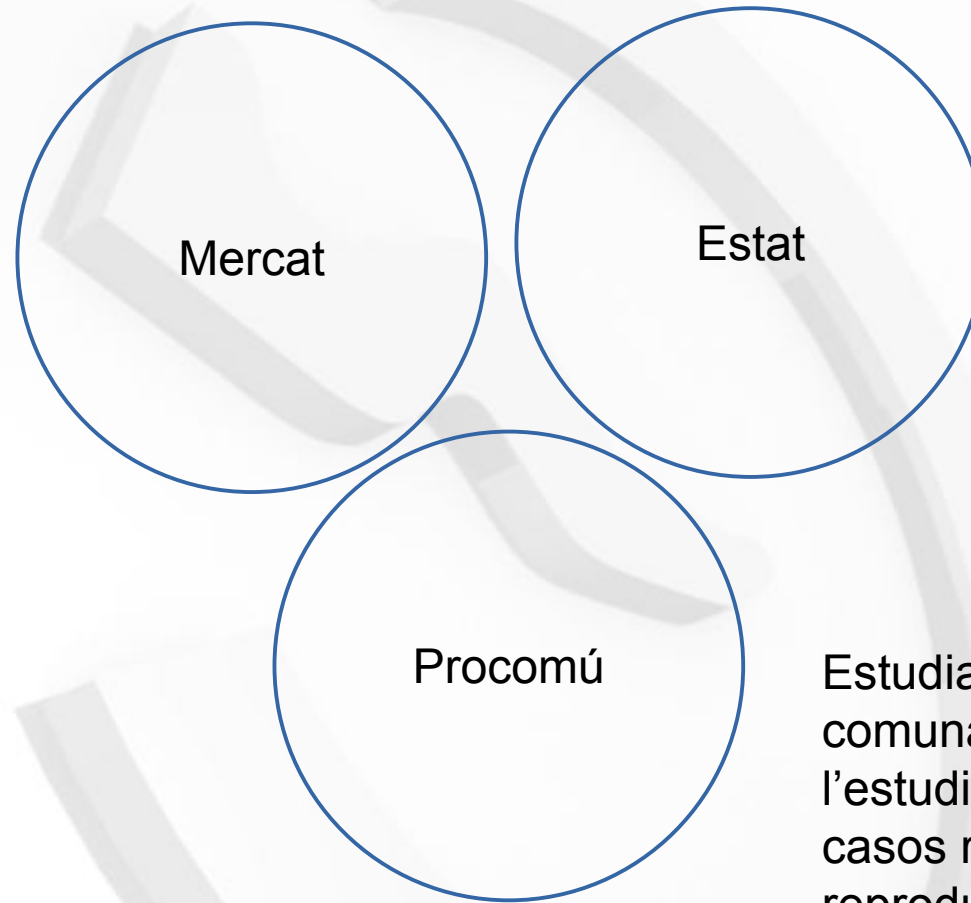
Immaterial i ilimitat:

- > Coneixements i habilitats
- > Llengües, cultura



La regulació depèn de les seves característiques; és de **sentit comú**

Mercat – Estat – Procomú



Estudia la sostenibilitat comunal a partir de l'estudi de cententars de casos reals de producció, reproducció i gestió del procomú

2009, [Elinor Ostrom](#) rep el Premi Nobel de l'Economia per la seva recerca sobre els “commons”

El procomú*

És un sistema de recursos comunitari caracteritzat per:

- Autogestió (~ governança comunal)
- Pertinença accessible (~ consell obert, assemblea)
- Coneixement *compartit*
- Integrants tenen dret i responsabilitat sobre la (re)producció i l'ús sostenible

(*) profit comú | sinònims: comú, empriu, comunal, béns comuns

El procomú digital és una construcció tecnosocial que produeix un bé fàcil de compartir

**Domina el model de producció
comunitària entre iguals**

El procomú digital és:

Immaterial, replicable:

- > programari
- > obres culturals (textos, imatges, audiovisuals)
- > cartografia
- > bases de dades

(Quasi) il·limitat:

- > Té límits en la seva base física (infraestructures, energia)



Programari lliure i de codi obert*

Quatre Llibertats asseguren el dret a qualsevol usuàri/a de:

- 1executar el programa per qualsevol propòsit
- 2veure com funciona el programa i adaptar-lo a les necessitats pròpies**
- 3redistribuir còpies
- 4millorar el programa i de distribuir-lo de nou amb les millores realitzades**

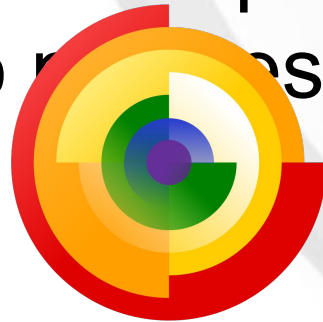
* Debian Free Software Guidelines → Open Source Definition

** L'accés al codi font és un requisit.

Obres culturals lliures*

Quatre Llibertats asseguren el dret a qualsevol per:

- 1 Fer servir l'obra i gaudir dels beneficis de fer-ho
- 2 Estudiar l'obra i aplicar els coneixements adquirits
- 3 Redistribuir còpies, totals o parcials, de la informació o de l'expressió
- 4 Fer canvis o millores i redistribuir les obres derivades



* freedomdefined.org

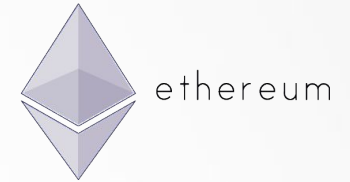
El procomú digital

És un sistema de recursos comunitari caracteritzat per:

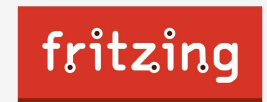
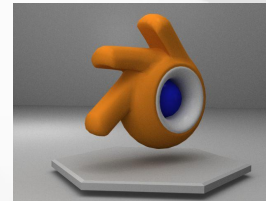
- Autogestió (~ governança comunal)
- Pertinença accessible (~ comunitats en xarxa)
- Coneixement *compartit*
- Integrants tenen dret a l'ús, la contribució, la participació i la bifurcació (~ replicar)

La possibilitat de bifurcació és garantia dels altres drets i reforça la continuïtat

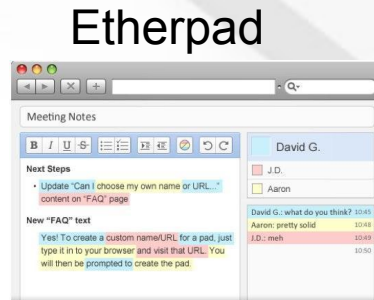
moneda
social i
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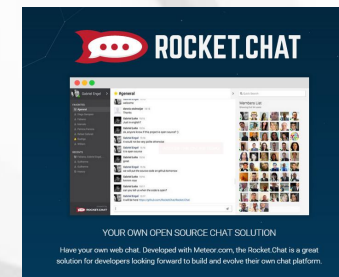
gestió ERP,
edició video, 3D



apps
col·la-
-borat
-ius



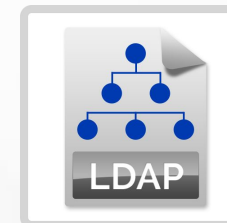
Etherpad



ofimatica

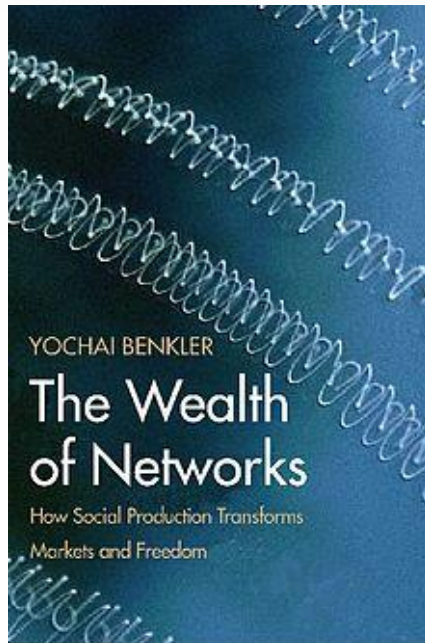


sistemes
operatius
i bbdd



https://en.wikipedia.org/wiki/Portal:Free_and_open-source_software

Producció entre iguals (p2p)



[Yochai Benkler](#), CC BY-NC-SA



[Foto](#) by Joi Ito, CC BY

- Producció p2p com un tercer model
- Internet redueix els costos de transacció de la col·laboració
- CBPP:
Commons-based
Peer Production

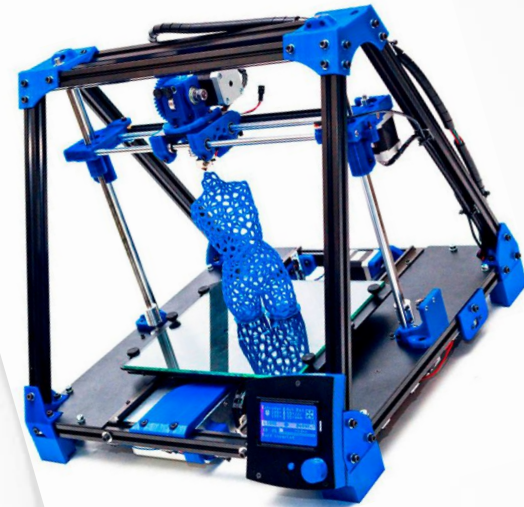
Els projectes híbrids físics i digitals combinen formes de producció i gestió

Del procomú digital:

- > compartir les fonts (codi, plànols, dissenys originals)
- > documentar bé
- > replicar i fer obres derivades
- > possibilitat de bifurcació, garanties de continuïtat o re-activació del projecte

Del procomú comunitari local:

- > proximitat i arrelament territorial
- > transmissió directa d'habilitats
- > participació i aspectes relacionals



Economia basada en el procomú

Basada en el **bé comunal** (per **compartir**)
enlloc de la **mercaderia** (per **vendre**)

Se'n deriva la forma en que s'organitza la producció
i la participació de totes les persones implicades,
productores i beneficiàries.

Economia col·laborativa

Es basa en la **col·laboració** entre persones per produir un bé, gestionar un recurs o extreure-ne l'aprofitament.

Fa ús de la **digitalització i les xarxes** per escalar la col·laboració, facilitar la confluència d'afinitats i interessos, donar les eines per treballar conjuntament i donar accés al que es comparteix.

Es desenvolupa paral·lela a la popularització d'**internet**.

Economia col-laborativa

CONSUMPTION



LEARNING



PRODUCTION



FINANCE



GOVERNANCE



COLLABORATIVE ECONOMY FRAMEWORK V0.1



[Albert Cañigueral](#), Feb '16

All around the world, Building a new web, and a New workplace. Join us!



We are the people behind [WordPress.com](#), [WooCommerce](#), [Jetpack](#), [Simplenote](#), [Longreads](#), [VaultPress](#), [Akismet](#), [Gravatar](#), [Polldaddy](#), [Cloudup](#), and more. We believe in making the web a better place.

We're a distributed company with 506 Automatticians in 50 countries speaking 69 different languages. Our common goal is to democratize publishing so that anyone with a story can tell it, regardless of income, gender, politics, language, or where they live in the world.

We believe in Open Source and the vast majority of our work is available under the GPL.

Come [work with us](#).

One of these things is not like the other.

	Monthly Uniques (US)	Employees
Google.com	241M	66,575
Yahoo.com	213M	10,400
Facebook.com	206M	14,495
Amazon.com	186M	230,800
Twitter.com	114M	3,898
eBay.com	110M	11,600
WordPress.com	82M	506

Monthly Uniques from [comScore](#).

WE ITERATE

1,555

Deployments made this week

[view graph](#)

WE COMMUNICATE

97,507

Messages sent this week

[view details](#)

WE MAKE PEOPLE HAPPY

29,474

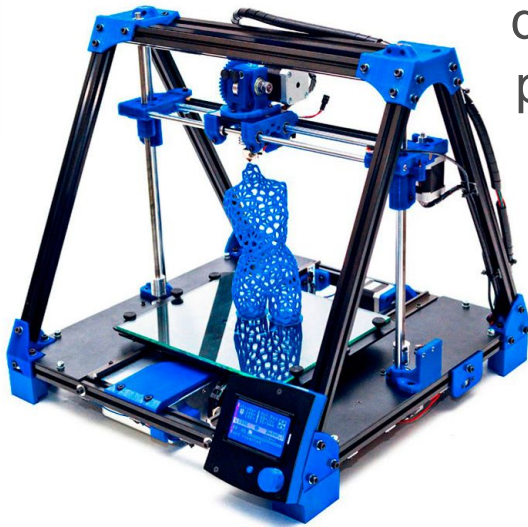
Resolved support tickets this week

[view graph](#)

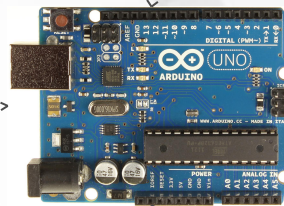
We don't make software for free, we make it for freedom.

Ecosistema Arduino

utilitzat
dins altres
productes



Wiring
Processing



<http://forum.arduino.cc/>

Fairmondo.de

The screenshot shows the homepage of Fairmondo.de. At the top is a navigation bar with the Fairmondo logo, a search bar, and links for 'Über uns', 'Marktplatz', 'Runde Sache Abo', 'Anmelden', and 'Warenkorb (0)'. Below this is a category menu with options like 'Wohnen & Leben', 'Bücher', 'Medien', 'Lebensmittel', 'Mode', 'Kinder & Baby', 'Freizeit & Sport', and 'Weitere'. The main content area features a large slider for Fairphone 2 smartphones, a promotional banner for 'Das Spiel' (The Game) priced at 14.00 €, and four smaller product categories: 'Darf's noch etwas fair sein?' (Fair clothing and toys), 'Öko? Logisch! Auf Fairmondo.' (Organic food and products), 'Kleine Hersteller – große Qualität.' (Small producers like YUM-YUM and KLEIN&EDEL), and 'Von letzter Saison bis echter Rarität.' (Used items like a clock and a skirt).

fairmondo
Gutes einfach entdecken

Über uns ▼ Marktplatz ▼ Runde Sache Abo Anmelden ▼ Warenkorb (0)

Artikel oder Anbieter suchen

Alle Kategorien

Suche starten

Wohnen & Leben Bücher Medien Lebensmittel Mode Kinder & Baby Freizeit & Sport Weitere

Fairphone 2 bei fairmondo

Ab sofort mit neuer Doppelblitz Kamera und Android 6.0

Jetzt kaufen >

fairmondo
Das Spiel
Stell Dich dem Marktriesen

Jetzt für
14,00 €
erhältlich

Darf's noch etwas fair sein?
Faire Artikel auf einen Blick

FAIR

Jetzt ansehen

Öko? Logisch! Auf Fairmondo.
Öko-Produkte auf einen Blick

ÖKO

Hier reinschauen

Kleine Hersteller – große Qualität.
Alle Angebote auf einen Blick

YUM-YUM KLEIN&EDEL

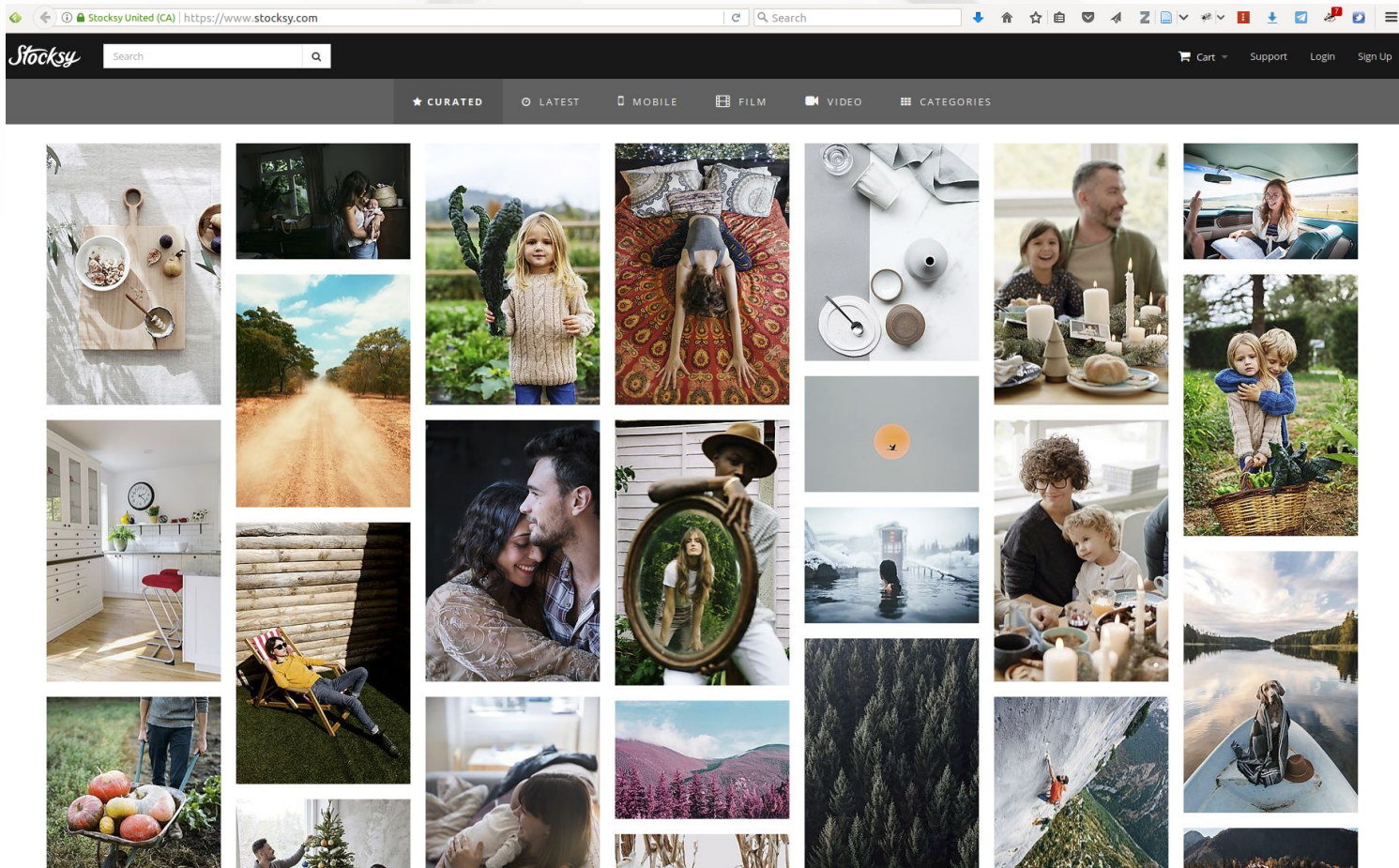
jetzt entdecken

Von letzter Saison bis echter Rarität.
Gebrauchtes auf einen Blick

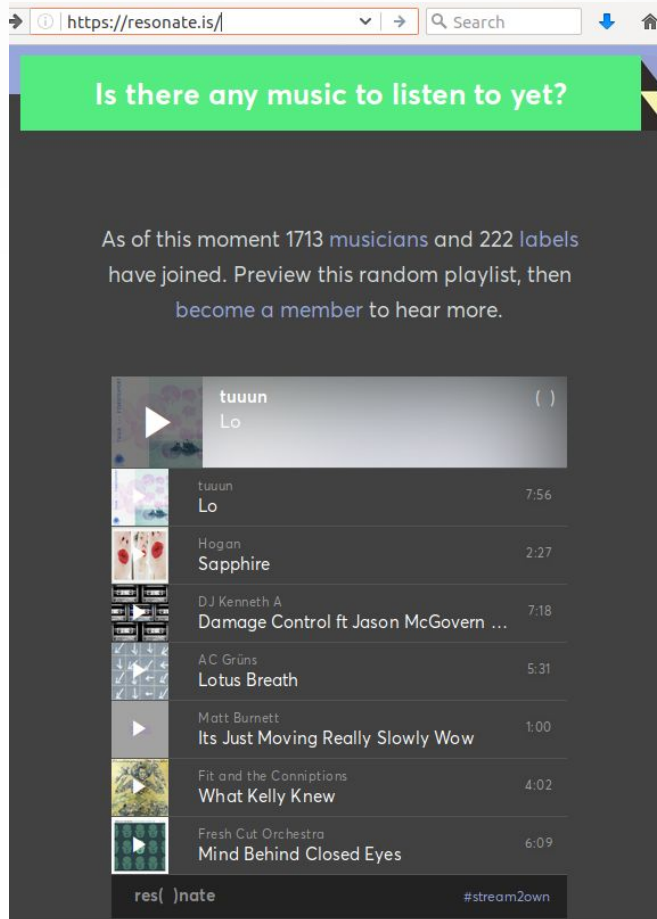
GEBRAUCHT

Hier stöbern

Stocksy.com



Resonate.is



<https://resonate.is/in-the-details/>

How is Resonate different?

- No monthly subscription fee – you only pay for what you listen to
- 2.5X more earnings for artists compared to Spotify
- More ways for fans and artists to connect than other platforms
- Changing how we stream, license and purchase music

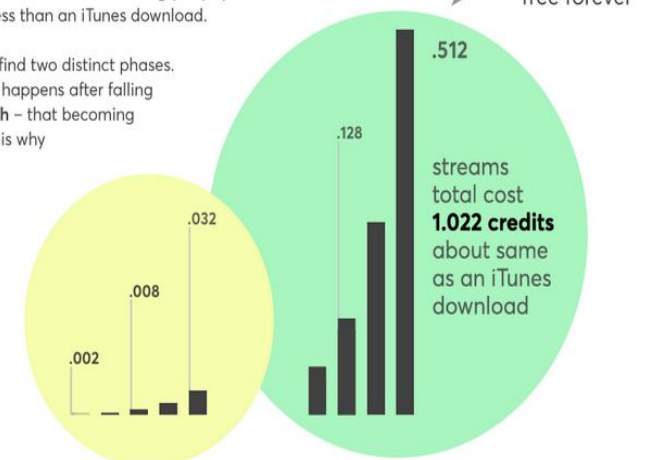
stream to own explained

Stream to own is new but fairly simple – we break up the cost of a download into 9 plays. In the beginning it's super cheap. As you fall in love with a song you pay a bit more to support the artist. In total, a little less than an iTunes download.

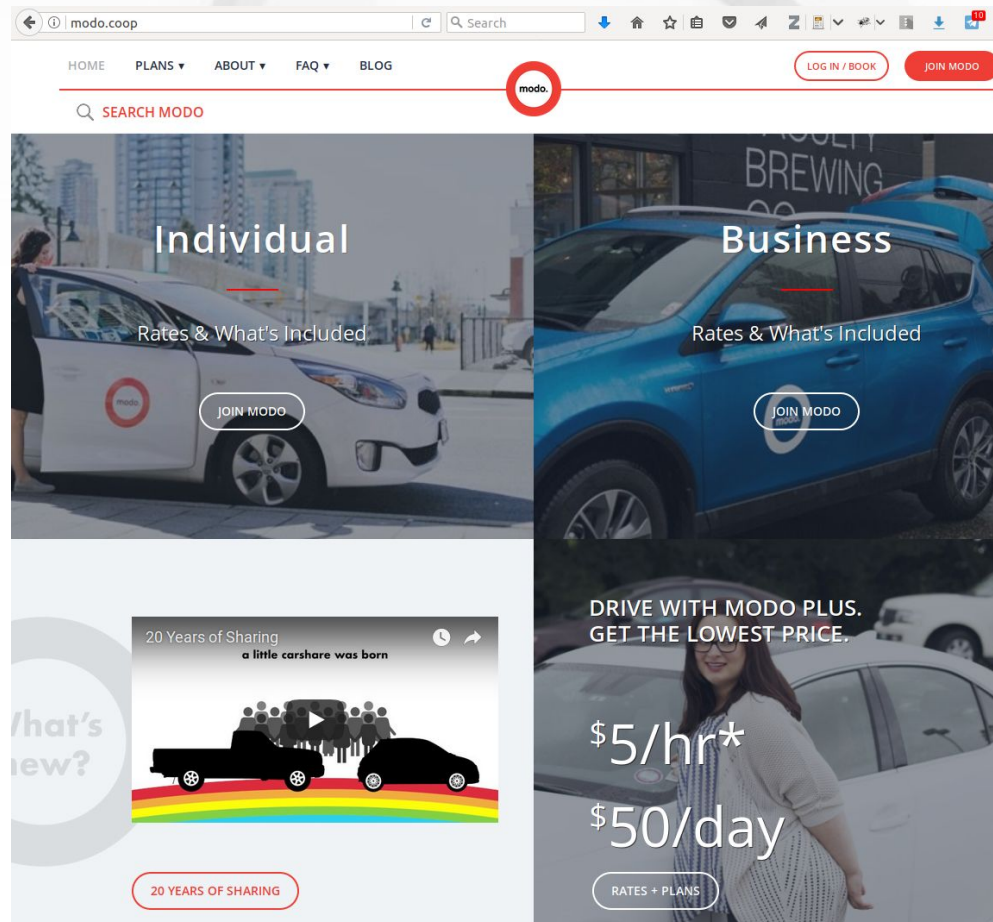
Looking closer at this "pay as you go" model we find two distinct phases. **Discovery** is about exploring new artists and **fan** happens after falling in love with their music. It represents a **basic truth** – that becoming a fan leads to wanting to support the artist. This is why we also refer to it as **stream to support**.

discovery phase →
listen **five times**
for around **7 cents**

2 hours a day for
around **\$2-\$4**
per month




Modo.coop



SomMobilitat.coop

https://www.sommobilitat.coop Search

 LLOGA UN COTXE FES-TE SOCI/A QUI SOM CONTACTA INVERTEIX

Forma part de la comunitat que vol canviar la mobilitat!

Fes-te soci!

comunitat

COMUNITAT
Forma part de la

MOBILITAT
+SOSTENIBLE

ENERGIES
RENOVABLES

Guerilla Translations


www.guerrillatranslation.org

Featured, P2P/Commons, Primavera De Filippi, Transcription

Ethereum: Freenet or Skynet?

November 20, 2014 · 1 comment

"In traditional contracts, each party is free to decide whether to fulfill the contract, whether to only partially implement the contract (by leaving out some obligations), or whether to breach the contract (and pay instead for damages or compensation). By contrast, in the case of smart contracts, parties have no choice but to implement the contract, because the contract has been encoded, written into the code. It cannot be breached unless one actually manages to break into the code."



WE CAN DO IT!
LABOR

David de Ugarte, Interview, P2P/Commons, Post-Capitalism, Translation


The Death of the Labor Market: An Interview with David de Ugarte

November 15, 2014 · 0 comments

"But it has to be noted that the world of the existing collaborative economy has a divided soul: one side has much to do with P2P, the communal and the free software community that are by no means in the majority."

January 13, 2015 · 1 comment

"We met with John Holloway in the city of Puebla, Mexico, to ask him if, after everything that has happened in the past decade, from the progressive governments of Latin America to Podemos and Syriza in Europe, along with the problems for self-organised practices to exist and multiply, he still thinks that it is possible to "change the world without taking power".

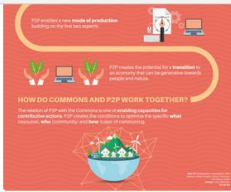


Activism, Enric Duran, Interview, P2P/Commons, Post-Capitalism, Transcription

Fairness and the Commons, an interview with Enric Duran

November 18, 2014 · 0 comments

An interview with Enric Duran, who's currently busy organizing the FairCoop Open Cooperative, a community-built effort to alleviate global economic inequalities through the use of mutual credit, reputation systems and cryptocurrencies.



May 14, 2017

GuerrillaTranslation @GuerrillaTrans

"Los derechos digitales no son solo derechos humanos; son derechos sociales." Artículo de @JohnPostilll bit.ly/2q9z3LJ

Los tecnólogos por la libertad ... John Postill Traducido por Lara... guerrillatranslation.es

Apr 25, 2017

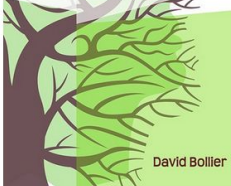
GuerrillaTranslation Retweeted

Traficantes Ed @Traficantes_Ed

"Pensar desde los #Comunes un diseño urbano que se adapta más a las condiciones locales, al estilo del software de código abierto"

Pensar desde los comunes

Una breve introducción



David Boillier

MiData.coop

The screenshot shows the MiData.coop website. The browser address bar displays <https://www.midata.coop>. The website header includes the MiDATA logo and navigation links: Home, About, Keep in touch, Projects, People, Publications, and Contact. A language selector shows DE, FR, IT, and EN. The main banner reads "My data - Our health". Below this, the "Our Health" section features a five-step process flow:

- 1 SOURCES: Represented by icons of a computer, smartphone, and a USB drive.
- 2 MIDATA: Represented by a circular icon showing multiple user profiles connected to a central database.
- 3 YOU DECIDE: Represented by an icon of an open padlock.
- 4 RESEARCH: Represented by a circular icon showing a document with a line graph and a microscope.
- 5 NEW TREATMENT: Represented by icons of a pill, a syringe, and a leaf.

Below the process flow, the text explains: "MIDATA enables you to gather all your different health-relevant and other personal data (1) in one secure place (2). You can decide (3) to share data with friends or physicians or to participate in research by providing access to subsets of your data (4). In that way you contribute to the development of new treatments for OUR HEALTH (5)."

Katuma.org

Plataforma Cooperativa de consumo agroecológico

Gobernanza y Propiedad compartida

- Grupos de Consumo
- Productoras
- Distribuidoras
- Consumidores
- Contribuidores


katuma.org

COOPDEVs

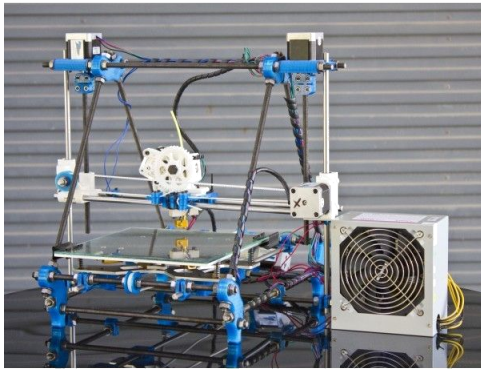
HOLON

UoC R&I
IN3
Internet
Interdisciplinary
Institute

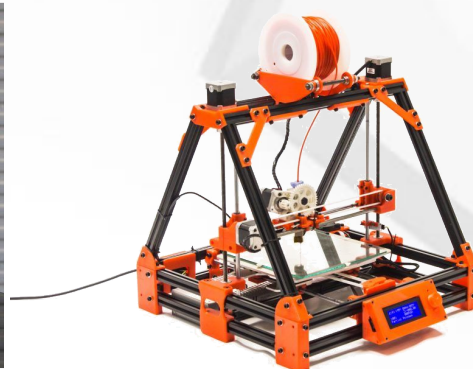
Katuma is based on free [Open Food Network](#) software, which already applies in Australia, UK, Canada and France among other countries.

 **OPEN FOOD NETWORK**

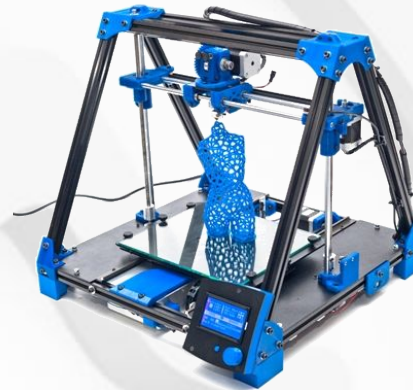
RepRapBCN / BCN3D Technologies



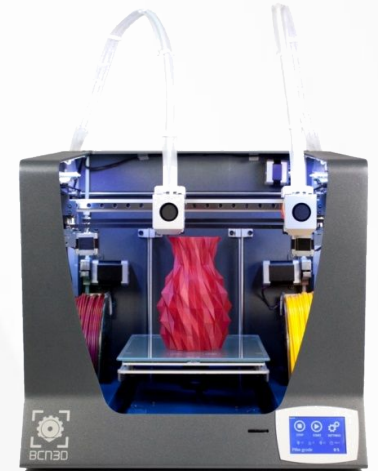
(Mendel) PRUSA i2



BCN3D



BCN3D+



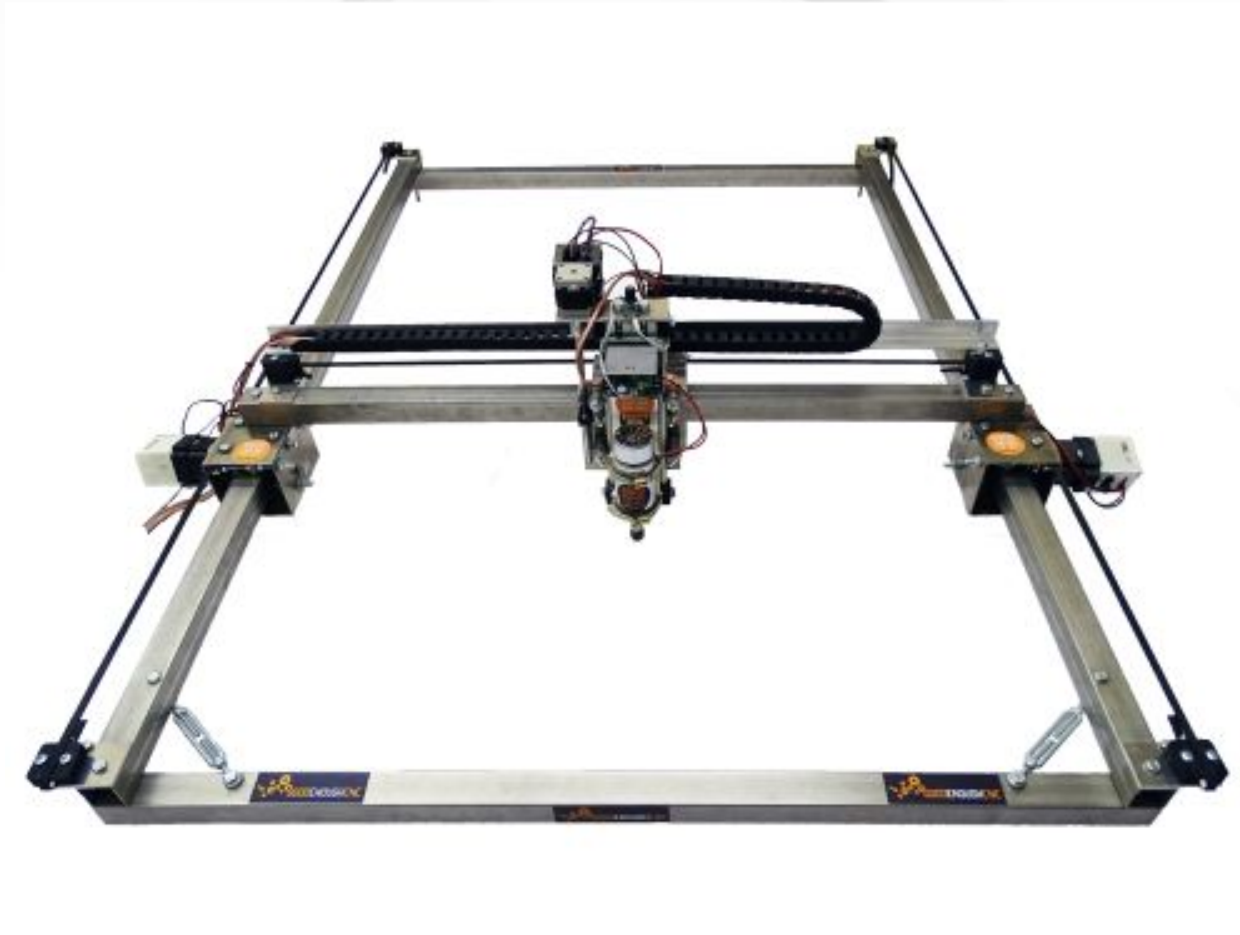
BCN3DΣ

RepRap
bcn

RepRapBCN

BCN3D
TECHNOLOGIES

GoodEnoughCNC



OpenDesk.cc



Ereuse.org / Reutilitza.cat



Una economía colaborativa con ...

guifi·net

Red en común



Ciudadanos (voluntarios)



Administraciones públicas

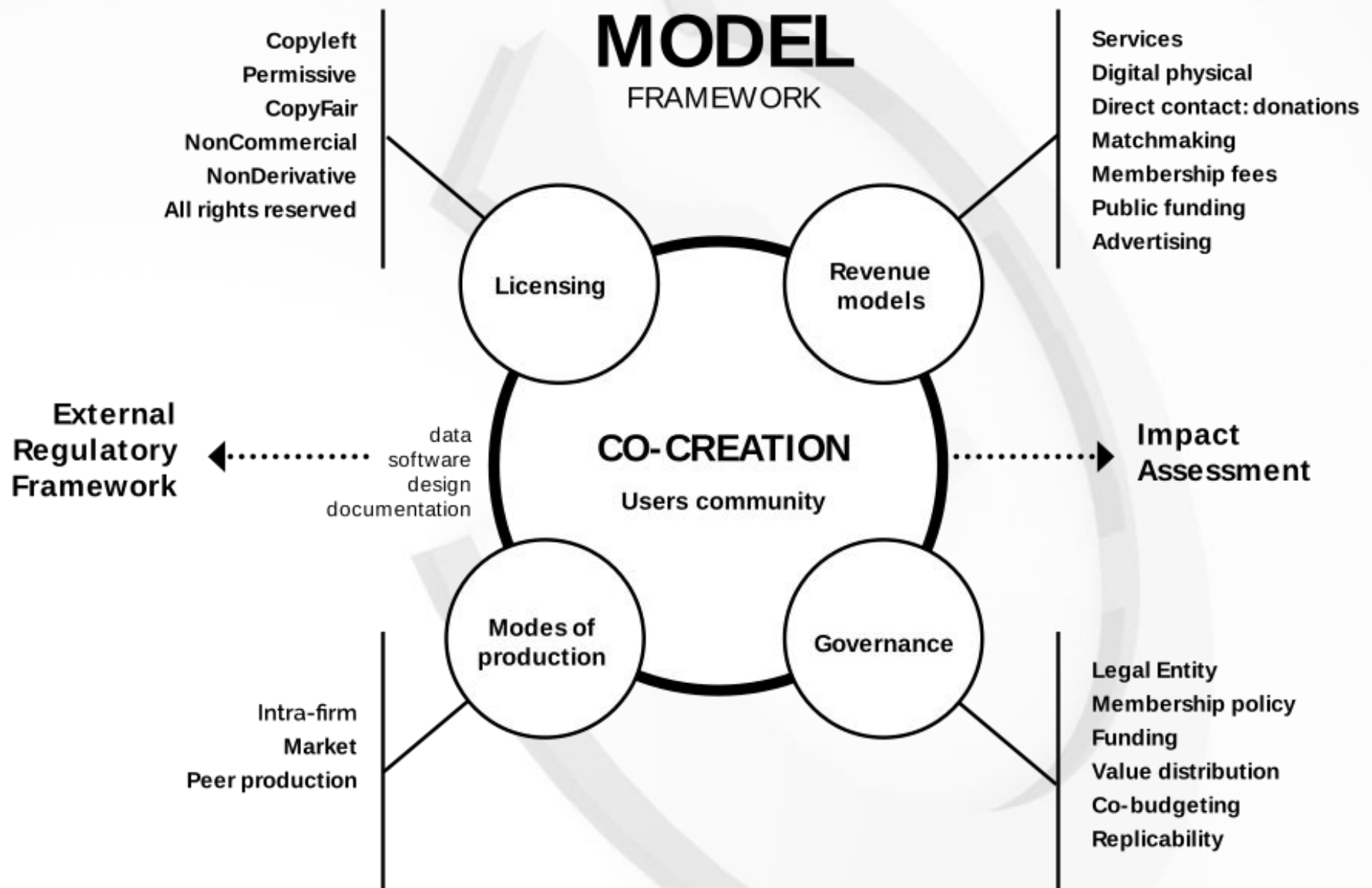


PYMES y Organizaciones

Ecosistema: Participantes y Estamentos

guifi·net

COMMONS/ OPEN
**BUSINESS
MODEL**
FRAMEWORK



Comunificar és transformar
alguna cosa en comunal,
fer-la un procomú



Amb col·laboració honesta, relacions
justes i condicions dignes de les persones
que en formen part